

7K BMS CONVERT GRINDING GUIDE

Introduction

This is a “structured” guide to become good at bms styled charts, and a glimpse into the light of becoming a RICE GOD. The maps mentioned in this guide will mainly be [Davteezy and Doorknob](#) ([mirror](#) or pack [download](#) by [ReTLoM](#)) for the earlier levels, and later levels will have [stella/overjoy converts](#) and [stupud man](#)’s and some more packs introduced.

This guide is recommended for those who can get at least 725K score on 4* ranked maps.

For the new people, you will experience difficulties passing the maps because the style is very different from most ranked maps. But fear not, this guide will help you achieve greater heights, higher than you can ever imagine achieving in 7K osu!mania.

For the 4K players, welcome. Do note that depending on how far in 4K you are, your wrist and finger speed will be quite high compared to what you really get in the start. Your coordination and reading however, will be the thing that’s severely lacking. So don’t be too hasty to just jump into rush for fast and difficult maps with easy to read patterns like jack maps, know that there is another layer of difficulty called coordination and reading in 7K. And if you can improve what you’re lacking in, you will probably experience a huge boost in the late game with your already present hand speeds.

If there are missing maps, please let me know on discord

Ground Rules

The way this guide works is to **play a level range that you find hard and barely pass**. You can play easier maps but try to play more hard maps than easier ones. If you are **getting constant ~725K*** and above, it's time to move up a level or two. Don't worry about some maps being harder than others in that particular level because the converts are sort of messed up because of the missing scratch (7K+1). You are recommended to jump around in levels and gain your skills until you hit the BMS Mountain.

Maps with a **(MUST)** should be what you are trying to get 725K on for that level.

Maps with a tag **(HARD)** are very hard for its supposed level, so don't worry if you can't pass it or if you get a bad score on it.

Whereas maps with a tag **(EZ)** you should really be getting 725K on sooner or later.

Maps with a tag **(JACK)** should be self explanatory. Although they are more annoying to play when starting off, it is recommended that you play it often otherwise you'll end up with a lopsided** skill set that is heavy on chordstreams.

It is recommended that you play alternating between 2 BMS maps and 1 LN map because similar to above, you might end up too heavy on rice. This works out fine since LN maps usually are 3+ minutes while the converts are only ~2 minutes in length. The LN maps will also act as a breather for your mind.

*As a side note, this method is fine for improving quickly and getting used to the patterns but it creates a lot of flaws in your playing, making it not too clean. If you notice yourself getting a lot of 200s when doing simple patterns like stairs, double stairs, brackets, etc, you should try playing with Hard Rock + Score V2 always on for a length of time (2+ weeks). Doing so will iron out the flaws in your playing and immensely increase your acc. Do this usually before or after getting to The Easy Pass

**Especially important for 7K mains, since the later levels will feel like a massive jump in difficulty due to the lack of speed in earlier levels. Thus it's better to be able to gain some hand/wrist speed through jacks rather than not.

Warm up

Warming up is actually a pretty big factor in how your session for the day goes. If you are structured in your warm up, you will achieve better accuracy and consistency when warm compared to if you were to just play random maps to warm up. If you are targeting to get a new high score for a ranked map, having a warm up structured around the general makeup of the ranked map helps a lot.

An example would be, since my normal level is around lv 23-24, I usually start at lv 15 because it isn't too straining nor easy. Start by playing once, move up or stay depending on how I feel. In the end it would look something like this. 15, 16, 17, 18, 18, 19, 19, 20, 20, 21, 21, 22, 22, 23, 23, 24, 24. I added more times starting at 20 since there are still quite some bits I could improve on at that level.

Region

The Introduction	(lv 00-02)	(~1st dan)
The Hop	(lv 03-04)	(~2nd dan)
The Leap	(lv 05-09)	(~3-4th dan)
The Spike	(lv 10-13)	(~5-6th dan)
BMS Mountain	(lv 14-19)	(~7-9th dan)
The Easy Pass	(lv 20-22)	(~10th dan)
Struggle City	(lv 23-24)	(~gamma)
Stars and Above	(Stella)	(st6+ = ~azimuth)

The Introduction

In this region, this will be where the newb 7K players will start their journey of patterns. It will be difficult but remember, this is only the beginning. You should try out all these different maps daily to see where you are at and also use it to improve by getting accustomed to this density of notes and patterns. Do note that constantly replaying the maps in order to pass might get yourself mind blocked, but that's not too much of a problem since you'll be out of here soon.

The order of the maps are sorted by title alphabetically and do note that the star rating on osu will most likely have no correlation to how difficult they are.

Lv.00: Should try most if possible

- deep blue sunrise (**MUST**) - important because it has all the basics of chords and chordstreaming
- Kyokuu Gurade^shon - patterns, one of the simpler ones to read
- Lapislazuli - tricky but relatively simple
- Mono Kai Butou - tricky handed density, a tough one
- Ten Murakumo Tsurugi - the big boi kinda stairs you won't see much in ranked
- The Azure Box - polyrhythm makes it tricky
- The Island of Albatross (**EZ**) - easy compared to all the other lv.00 maps
- Tori no Shi (**EZ**) - one of the easier ones but still has it's tricky bits
- Memoria (**HARD**) - very dense, some jacks, don't worry if you can't pass

Lv.01: play the maps/songs you like

- Airshaver - double stairs, quite fast
- Akasagarbha (**MUST**) - might seem quick and dense at first but if you can learn the triplets then it becomes quite doable, and helps a lot with reading later levels
- Alicia Story - a little bit of mini jack, overall quite balanced map
- Armais - chords, trills, overall pretty hard
- Bird Sprite -Awakening of Light- - [play this](#) or the DKR mix
- Bird Sprite -D.K.R mix- - very nice mid level (for lv01) streams, would [recommend](#)
- C.E. Days - pretty dense but slow streams
- Canon (blazing summer mix) - has some dense bursts of chordstream, otherwise quite simple
- Cassiopeia (**HARD**) - a little fast and complex patterns but definitely doable
- CG901B - simple chordstream bursts
- Chikyuu Tou Devo^shon (**HARD**) - only recommended for lv.10+
- Destined Marionette (**SV**) - has a really hard slowjam intro but everything after that is playable ([NSV ver.](#))
- D-period -moonlit world line- - nice stream/trill map
- Dream Rocket* - ending gets dense
- Eleventh Hour (time limit soon! mix) - simple trill patterns
- Gelnika's Wall - symmetrical patterns, quite dense

- Illusinox of Deep blue SKY (**HARD**) - definitely not a lv.01, dense chordstreams but great if you can do it
- JULIAN - some tough bursts and tricky snapping
- Last Battle - definitely difficult for those who can't do it, but quite doable to those who can
- Liberte -SuperSaw Epic mix - nice stream map
- oceanbird - little brackets here and there
- POSSESSION (Deceptive Hardcore Mix) - some patterns are tricky but easy for the most part
- Rainy Season - consistent density chordstreams, tough but good for practice
- RIZE UP - difficult at first but i believe it's learnable
- Seikendensetsu ~Hate Shinaki Senjou~ - quite dense for its level good to learn
- Senro Ha Tsuduku (**EZ**) - other than the pesky mini jacks, patterns are simple and not dense
- Shijuu Gonen no Yuki - difficult but nice stairs
- STAR OF ANDROMEDA - one of the tougher ones
- SunnyShinyRing (**HARD**) - fast stairs, mini jacks, compact patterns
- The world is bliss (BMS Edit) - simple map with some jacks

Lv.02: just such good maps in this level

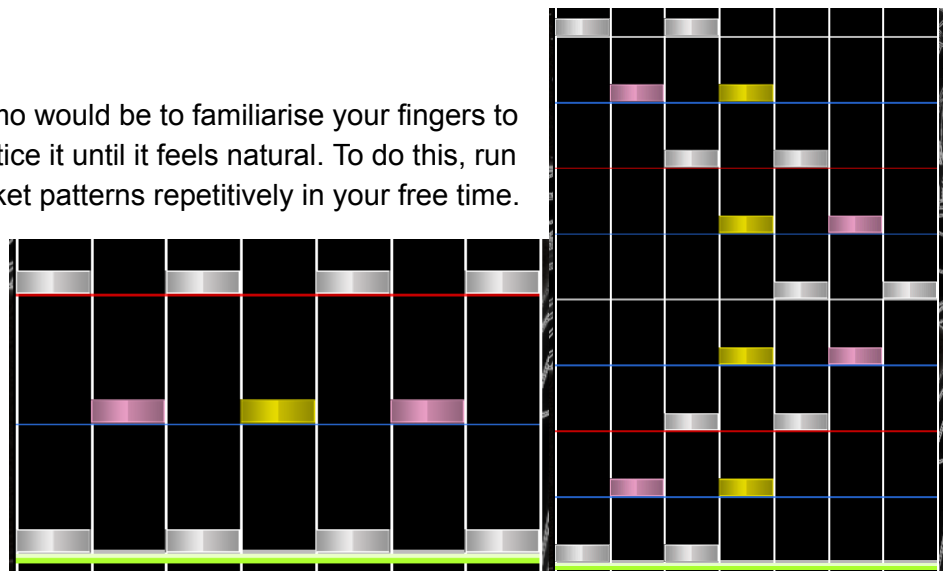
- .357 Magnum - high bpm + double stairs + mini jacks. Fairly difficult.
- Aeventyr - brackets with some speedy right hand
- Air - a classic, would recommend
- Central Delay - a sneak peek into what a monster delay can be. A mini challenge I guess
- CHRONO TRIGGER ~Tokino Kairou~ (**JACK**) - very hard but i really hope you learn it, very important pattern and helpful for later levels
- Crystal Bloom (**EZ**) - simple patterns just fast
- Daylight Girls (**MUST**) - a taste of bracket and minijacks
- Everblue - solid chordstreams, great for training
- Fading Star (**MUST**) - the jacks are tricky, the (chord)streams i highly recommend to learn
- FF6 Kessen -The Decisive Battle- - not too bad if you can do dense stuff
- Forest Snow - <3
- Happico Happico - highly recommend to learn, anchors, chords, streams
- Happy Lucky Baby - quite tough but not impossible
- Hiensou (**MUST**) - my love, my bias if I had one. Good for double stair training
- Kurenai Sato Kyoku Dai 9 Ban (**HARD**) - patterns are probably too speedy but still doable
- Little Sister Bitch - quite the unconventional map
- Loki - some nice recurring patterns, should learn to be able to do
- Mario Paint - meme status, good for learning chords, relatively easy
- Midnight Driving -air mix- - nice chordstream map gets quite dense at the end
- nativeFaith - most likely to be your favourite, relatively easy and simple
- Ray of Moonlight - very comfortable, ending does get hard

- Red End Dream - ending is tough, the rest is fine
- Salad **(JACK) (HARD)** - chords + occasional mini jacks, you know what they say, gotta learn to eat your vegetables no matter how hard it is
- Suto^Nmansute^Ji - slow and dense, focus on hitting the jacks
- Toki - one of the easier ones, except for ending but that's how it always is
- Velaciela - one of the harder ones in this level
- Zero Dimension - if you like very fast stairs this is it

Some tips

Best way to improve imo would be to familiarise your fingers to moving in new ways and practice it until it feels natural. To do this, run through double stair and bracket patterns repetitively in your free time. Imagine the notes in your mind and tap it out on the keyboard or wherever.

Of course even after you are adept at doing this, you still have to learn to apply this into your gameplay by playing.



And for the double stairs, remember to start from the other side too.

As for reading, it will take some time for your brain to absorb the information and create muscle memory for responding to it, so just be patient and enjoy the skill boosts when your brain clicks.

The Hop

This is when the difficulty starts to peek into the 5* territory, which is daunting for sure, but 5* means you can start reaping in the sweet juicy pp once you acclimate to this region. Exciting and fun times for sure, but the patterns will become much denser, and more complicated.

Lv.03: fun stuff

- *CinnamoN* (EZ) - easier than lv.00 don't bother with this map
- A BEAUTIFUL WINGS (MUST) - fun stream map albeit faster than usual
- Altostratus (EZ) - if you're gonna S a map, this is your friend. Good for learning chord patterns
- antilife(HARD) - apparently if you can do trills this is fine? Honestly this is like lv.15 patterns
- Arcadia - probably not worth playing
- Ark (MUST) - best map for training double stairs and chordstreaming
- As Beautiful as the Crimson Night - seems big and scary at first but actually quite easy to learn, if you do learn it it will help you a lot later
- CHERRY DOLL (EZ) - pretty simple and easy minus the mini jacks, nice simple chords
- Compassion of the Skies - simple chordstream with minijacks
- Debut (HARD) - honestly plays more like a lv.05
- Delta Delta (HARD) - fast streams, dw if you can't pass
- Dr.Mario Jazz - jumpstream with some minijacks
- F - quite bursty with a variety of patterns
- FF7 J-E-N-O-V-A (MUST) - definitely learn how to play this, very good practice
- Halcyon -MY INTERPRETATION- (EZ) - relatively easy but song is nice
- HOOKER - ending is delayish
- Idealized Land - ending gets dense with brackets
- Jade Star - relatively dense chordstream with some brackets, maybe 725kable?
- Kanjou no Matenrou...PandoraBox - dense but 725kable
- Kuronotoriga^ (HARD) - honestly plays more like a lv.07+, dont mash on the bursts
- Mayoi no Mori to Aka Zukin - try hit the chords/jacks
- Miaplacidus - simple consistent chordstream
- Mono Kai Butou - has some tricky 'uns in here
- Nereus - one of the easier ones but still good practice
- night starter (HARD) - pretty hard, not lv.03 for sure
- Once in my life - brackets but with jacks
- Oriens - honestly quite difficult, 725K is doable
- Plasma Strike - hard and rigid patterns
- Qualia (EZ) - one of the easier ones, nice streams to S on
- Radiance of cobalt (HARD) - bursts are too hard, don't worry about it
- Seikendensetsu 3 - the slow jam might throw you off but you should learn how to do it

- Shi fu Nomi **(HARD)** - 180bpm bracket bursts
- Soul of Deep-sea Fish - pretty simple stream map
- Sunny Side Up **(HARD)** - fast, stairs, chord jacks; has a lot of patterns that are good to learn but might be a bit hard for this level
- Tethys **(HARD)** - brackets at this point will always be hard
- The Sacrifice. Part3 **(HARD)** - honestly at least lv.15+
- x-Aria **(HARD)** - pretty hard, somewhat like a lv.06?
- Xhroria **(HARD)** - keep an eye on this map, will revisit during The Spike
- Zefiransasu - very fast but simple patterns, a good map to revisit

Lv.04: a lot of weirder maps. Play what you can play

- Act Beloved - relatively dense but the song is banger
- beyond the limit - easy 725k, bms ending
- Caixa D' Aqua - gotta learn minijacks at some point
- CHRONO TRIGGER **(HARD)** - light 160 chordstream with varying patterns
- deep blue sunrise - dense boi
- Dolize - density picks up at the end
- DRAGONLADY **(JACK)** - a necessary evil... probably?
- Esutoporisu Denki II ~Batoru #2~ - never skip chord day
- EXILE - the kiddy version believe it or not
- Flesvelka - bursts are death, survive and 725K
- HAL -Eternal Girl- **(HARD) (JACK)** - ...probably too hard but you're welcome to try
- Haruka Kanata **(HARD)** - light 180 chordstream
- Hightension Wire - more chords please practice them :)
- Kouya no Hate he - more chords+
- linear umbra - a normal map? Oh wait dw there's slowjam
- Magical Love Words **(HARD)** - bane of many. personally though, I enjoy it
- omega iii - probably not worth playing
- Pure Ruby - my love, my bias. highly recommend
- Quark **(HARD)** - probably come back to this later
- Reaction - lots of two finger trilling with streams
- Romancecar - not lv.04 but its worth trying to pass
- S.D.F - great bracket practice
- Sandstorm **(HARD)** - why is it here, bracket stream + minijacks
- Silver Heaven **(JACK)** - streams with single jacks thrown in
- Sygnal - pretty easy 725k
- TECH CHAIN **(EZ)** - accidentally deleted sankans comment but its really easy
- The Fall - why are they all so hard... chordstream
- The Island of Albatross - you'll be seeing this kind of pattern a looooot more, chordstream
- Trans - try to 725k
- Voltex Highway - great practice with varying patterns
- Wicked plot **(HARD) (JACK)** - wicked? More like evil
- Yukidsuki-yashou - too much filler, try to hit the chords

For this region, I didn't put any (MUST)'s on Lv.04 since a lot of them you'll really still be playing going into The Leap since a lot of those maps will still build up on your foundation. Mostly play what you enjoy and want to get better at. Try not to ignore the **(JACK)**'s though, as much as you want to.

Some maps from previous Region to revisit:

- Illusinox of Deep blue SKY
- SunnyShinyRing
- Forest Snow

The Leap

It is likely that you will stay in this region for quite a long time trying to hone your skills. You can jump around a lot of levels in this region since most of the difficulty is not too consistent. It is also where the real chordstreaming journey begins

Lv.05:

- 514nm **(HARD)** - hard but fun map, lv08-ish
- Another Sky - relatively easy chordstream and some brackets
- Artificial Rose **(HARD)** - plays like a lv09
- Atomic Bomb **(JACK)** - nice jack map albeit on the tougher side
- Auston **(HARD)** - more like a lv.08/9. The trills are kinda annoying, pseudo delay too
- Be-Music Primary - pretty straight forward map, not too fast, not too dense
- Corpse Dance **(MUST)** - very important to be able to play this
- cosmo terminal **(MUST)(JACK)** - this has chordstream mini jacks which is very important for later stages, better to learn now than later when you're struggling with everything
- Dejon - stairs and dynamic patterns
- Dream Glider **(MUST)** - double stairs are important, try to get better at it before leaving the region
- Gogo no Koishi-chan **(JACK)(MUST)(HARD)** - must clear this map before you leave this region otherwise you'll be ill equipped to face its aniki (lv19)
- happy century **(SV)(HARD)** - high bpm + mini jacks + slowjam = not lv05. More like a lv13
- hericstreams - cool map but I'd be lying if I said it was easy. Broken streams
- -JUPITER- - map has no appeal to me
- Kachoufuugetsu **(MUST)** - really good map which has almost everything in it and not too difficult to learn
- Kessen Saru^in - this map is like an exam, it tests your basic skills
- Kure Natsu **(EZ)** - just watch out for the mini jacks
- Last! Least! Regrets!! - the left hand anchors + mini jacks makes it pretty tough to play
- Ling Child - if your brackets are weak, this is a good map for it
- Lycoris - song is nice but variable bpm is a pain
- Natsukusa no Senro - if you want to learn multi speed patterns
- Odoe Furufaia - fun map, would recommend
- Ordeal **(EZ)** - pretty nice chordstream map that isn't too difficult
- Romancing Sa.Ga3 - has some good mini jacks for learning, but dw if you find it too hard
- Rosario -another story- **(EZ)** - very balanced map with nothing garish in it, easy to learn
- sensitive - easy if you can chordstream decently
- SHADOWMAN - overall hard map
- Shoujo ga Mita - chordstreams with double stairs
- Snowfairy - cool song and map
- Sparkling Orange **(HARD)** - dense chordstreams with a sprinkle of mini jacks. lv08 probs

- T.S Terminal Strike - snakey patterns, quite fun
- Trident - rigid patterns, dense and diverse. Lv07
- Trinity - fun map, recommend
- Uchuu no MI's - if you can fc the beginning jacks, that's good enough
- unknown **(HARD)** - this is like lv.10 stuff

Lv.06:

- 2038 - GIT ON THE FLOOR, chordstream
- 5.1.1 **(HARD)** - compact, handed chordstreams are most likely hard for players on this lv
- ametsuchi - second part is dense but low bpm
- B no Higeiki **(HARD)** - weird snaps, mini jacks, hard to read
- before... - normal bracket map
- Believe in Myself **(MUST)** - it's always important to believe in yourself, chordstream
- Blue Dragoon - stream map with some bursts
- Chiisa Natenohira (Join Handz Remix) - dense js chordstreams
- Daydreamer **(HARD)** - probably like a lv.09+
- DEEP MARINE STRIKER - quite difficult with the mini jacks and density, good to learn
- DESTINY - chords, dense
- DistorteD MoonlighT - has some novice delay-ish pattern, should learn
- euphoria/melanchoria - more complex chordstreams, highly recommend
- Floating Garden **(HARD)** - the mini bursts coupled with the constant chordstream will make you miss
- Gamegame(bms edit) - pesky jacks
- -harmonics- - pretty hard, but i fc-ed so not **(HARD)**
- Kaijin Worship **(EZ)** - chords, relatively easy and the second half is mistimed
- Ladymade corestar - nice stream map
- l'amour d'amour - (chord)streams with some double stairs
- Laplace - fun map
- LEthAl wEApOn **(HARD)** - fast, trills, chords
- Lifemeter - your life meter gets real low at the end of the map
- Lights **(JACK)(MUST)** - you probably need to learn this before you can play gogo no koi
- Lostlove **(JACK)(MUST)** - aaaaaaa even I'm bad at this, defs should learn how to play
- Love in a moment **(MUST)** - chords, chordstream, double stairs, almost the whole package
- Master of GENOCIDE - probably not worth playing
- More Selfish **(EZ)** - not recommended, ending gets harder but not worth the time
- Mugen Shiro Dekushia - delay, dense, hard
- orange tea **(HARD)** - not really worth learning, some patterns are just dumb
- P-Chick-Park **(HARD)** - not exactly a time efficient map, idk you decide
- September Wind - if you wanna learn mini jacks
- Spiral Beauty Salon **(HARD)** - a lot of quick speed changes which can throw you off
- Surfacing Ship **(HARD)** - first proper delay

- The infant daughter Frandle's - ending bursts is hard everything else is easy, time the jacks properly
- Titania - play if you like the song i guess, trill + semi-dense chordstream

Lv.07:

- +i m a z i n e x o+ (SV) - not worth playing imo, too less for too long. Don't play
- =code endymion - the ending gets a bit dense
- Ascension to Heaven (HARD) - bruh
- Cosmic Raid (MUST) - banger song, relatively difficult but good to learn the mini jacks
- dance in the dark - if you don't have the speed you'd probs hate the trills; chords
- DESIRE DRIVE (MUST) - gotta learn to read dense maps; chords
- Digitalic Rain - pretty good for chords training if you can pass the bursts
- Douka Watashi wo Koroshi te Kudasai (HARD) - overall difficult patterns
- Eternal Drain (HARD) - even some patterns get to me, ez to A hard to S/FC
- Hi Kara Kaori (HARD) - dense chordstreams with mini jacks inbuilt, its slow though
- hugging in the autumn night - mini jacks, nice song
- Jack-The-Ripper (SV) - patterns are pretty simple but sv makes it hard, probably not worth playing
- Light of White Magic (HARD) - super fast map
- Love-Colored Look of the Sky (MUST) - very nice chordstream map
- Love's Rebirth '06 (EZ) - only thing to look out for is mini jacks but even that is quite ez
- Lucifuge Rofocale (HARD) - map has the feel of lv.19s but less dense and simpler
- Marine Snow - quite bracket and has a decent amount of filler
- Moon phase Encounter - simple chordstream
- No.3 - pretty smooth chordstream map
- Online - tricky patterns and mini jacks
- PEACE BREAKER - slightly easier than eternal drain
- platinum garden - nice song, relatively simple map minus the delay-ish ending
- Qliphoth (SV)(HARD) - slowjam is learnable but overall hard
- Taketori Happi^ (HARD) - gah damn; super dense, if you can pass then you're pretty gud

Lv.08: a difficulty jump from lv.07s

- aliceblue (HARD)(MUST) - definitely important to learn these kind of stairs, lv.13-ish
- Bigguburiddi no Shitou (MUST) - this kind of pattern is important to learn
- Bird Sprite -D.K.R. mix- - too bad there's a difficulty spike, gotta get used to it m8
- Bohemian Chic (HARD) - a must have in Envisionise's "7k noob" multi. Good days
- Candy & Baguette - a favourite of og 7k ausu!mania
- carnot (MUST) - this kind of easier brackets should help prepare you for later stuff
- Debut - damn dense
- Epitourika no Shi - okay map
- l'amour d'amour - pretty relaxing map
- LOVE BEAM - pretty fast
- Meikai Kikou (HARD) - deserves a hard not only because of the slowjam

- Retroactive Rain - weird snaps and density makes it tough for sure
- Rising Water (EZ) - easy for most parts, the difficulty slowly rises like its name
- SEPIA - such a good map, defs one of my favourites. Probably lv.10-ish though
- SETSUNA (EZ) - pretty easy other than the pesky mini jacks as usual
- squartatrice (HARD) - dense af chords
- Summerland - the slower speed and high density makes it good training
- Tenjou no Porisuruin (HARD) - the bursts are good to learn to hit, but we aren't in a hurry
- Tobiranjiro - gotta learn those pesky mini jacks man
- x-Aria - pretty dense but slow chordstreams
- Ya Owari - this might be hard for those who aren't good at reading brackets
- Yaojinglinger - denser and quicker patterns

Lv.09: the fun zone where you prepare for lv.10s

- Absurd Gaff - patterns might seem absurd but its defs playable
- Aruteimettoriunion - def should learn these stairs
- As Beautiful as the Crimson Night - decent map
- AXION - this map probably wouldn't help you much at this stage, spams are kinda unlearnable. Don't play
- Babylon - BABYYYYLOOOOOON. Super fun map
- Bloody Malie - double thumb map
- CROSSFIRE - brackets
- Elvia - streams in the middle of chordstreams, nice
- Heart To Heart (JACK) - mini jack hell
- Kakuu Yurikago (MUST)(HARD) - probably the first kind of dense chords you encounter, recom.
- Kaze no Tou (HARD) - 200bpm is a whole 'nother beast; if you don't have speed, gg
- Lapis - bracket streams with some pretty hard bursts
- MANIERA (HARD) - streams, more fun than the trauma inducing ranked ver.
- Melody - pretty fun map and song
- Missing Banquet - there's some empty spots but overall pretty good
- Pangaea - the delay-ish patterns will be hard for you to read
- Piano Rendan Teki (MUST) - fun map. Single stair streams
- Shiri Kezuri Fushi (HARD) - second proper delay
- Teiaoietsuon - pretty nice map
- Uncle Arabian - brackets

Notes: I've only put one (MUST) in lv.09 since you're going to be playing lv.09s to supplement your journey through lv.10s. No point making you stay here since you're gonna be playing 09s for a while, so get cozy with them.

The Spike

This is where there will be a very palpable difficulty spike. Faster, denser, and more than ever before. No more kiddy stuff.

Lv.10:

- Angel dust **(HARD)** - the bursts are just... focus on hitting the double stairs though
- Astronomy Clock, Last Dial **(HARD)** - probs lv.15 stuff
- Brain Analysis **(JACKS)** - ...analyze my ass; brutal left hand jacks
- CHASER - the jacks will disrupt your flow for sure
- Dazzling Neon **(EZ)** - pretty simple streams
- Dynamo **(JACKS)(MUST)** - it gets super dense at the end, but should learn for sure
- Enaji^Sutori^mu - set local offset to -85ms for this map; double stair tester
- End Time - just wait and play the lv.19 instead
- Fantasmagoria **(EZ)(MUST)** - best map; good for training chordstream and brackets without mini jack bs
- ffff- **(HARD)(JACKS)** - apparently the level was a typo, actually lv.18 (though still harder)
- Freja **(EZ)** - not worth the time spent
- Halcyon **(MUST)** - you gotta be able to do stairs, double stairs of this speed at least
- Howling the Nightmare **(EZ)** - not that worth to play, too less notes for time
- Imperishable Night 2006 - not worth the time
- IRREPLACEBLE THINGS - the left hand mini jacks are kinda cancer
- Leviathan - on the harder side but still very nice map
- Merry Christmas Mr. Lawrence - unconventional stuff, not sure if it's that useful
- Moonless Night **(HARD)** - has some vibro level jacks
- Natsu Yoru no Nosutarujia - pretty simple patterns and mini jacks
- Parousia - if you want to learn unconventional stuff
- phyla **(MUST)** - despite the density, you should learn to read it for sure
- PopCoRian - tap your right ring finger at a constant speed to get pass that cancer bit
- Quad Queens - some jacks and streams
- Seiteki Ryoukitekiki Muimi **(HARD)** - this is like the weird stuff you see in lv.24s but bare
- Sennen Shiro **(HARD)** - just play the lv.23 one later
- She's An Esper - need more speed than you might think
- SUPERNOVA - patterns
- The island of albatross - probably hard if you can't handle dense chordstreams with minijacks
- Vacant Between You And Me - quirky stuff

Lv.11: Time to learn delay and jacks

- Alastor - streams and some nasty jacks at the end
- ASTRO - slowjam practice, mainly chordstreams
- AutumnBreeze **(HARD)** - delay

- BB BLOW - chordstream
- B-T **(JACKS)** - jacks man, definitely try and get better at this kind of map
- CHACHAMALQUN - some stupid mini jacks but pretty good map overall for training
- CHRONO TRIGGER ~Sekai Henkaku no Toki~ - nice chordstream map
- Durandal -Magical Freezing- - some tricky parts, double stairs and minijacks
- Ena(Radio edit) - bracket with minijacks thrown in
- FF7 Sarani Tatakau **(JACKS)(MUST)** - slower bpm chord jacks, will be good practice
- Fly Again - the difficulty is wonk, play if you want idk
- Heikou Sekai -Parallel World- **(MUST)** - if lv.11 was a map
- Hitsugi to Futago **(MUST)** - because f*** you. In all seriousness though, delay and stairs are an important skill set (delete stacked note in the lns)
- Joker - simple chords, pesky jacks
- Kimono Sugata **(SV)(HARD)** - the only map i get A in lmao
- Kou Mai Hime Beatorikusu - chord jacks, defs should learn despite how hard it is at first
- Leonids **(SV)(HARD)** - delay with sv
- Maharaja Trance - good for training simple jacks
- Marisa Stole The Precious Thing **(MUST)** - marisa stole my SS
- oceanbird - nice cs/bracket map
- Pokettomonsuta^ Burakkku **(HARD)** - high bpm + dense + a lil sprinkle of mini jack
- STARLIGHT FANTASY - beware of the triple chord jack, other than that pretty decent
- Taikutsu Shinkuarongu **(HARD)** - trippy map, delay hard to acc
- Titania **(HARD)** - chordstreams with trills incorporated = stupidly hard
- Trinity - nice chordstreams, a few mini jacks
- Yuu Nagi no Oka **(JACK)(HARD)** - definitely hard if you don't have the wrist speed

Lv.12:

- AcceptAdvent -Border of Life- **(HARD)** - slow but dense brackets
- Andromeda - pretty hard but i fc-ed so no tag
- Angelic layer - local offset -20ms, pretty hard
- Chimera - good bracket practice
- Chouzetsugikou..."Shinsekai" **(HARD)** - double stairs + 193bpm = ???
- Cold Breath - pretty fast and tough, the ending is a sneak peak to 200bpm stuff
- cold planet - not too hard, not too easy, good map to start the lv with
- Cynthia **(HARD)** - bruh that dense bit, this is like a lv.14/15
- Esoragoto no Sekai to Watashi **(HARD)** - dense and fast
- FF4 Kyojin no Danjon **(MUST)** - delay. If you have any complaints about this, git gud
- FFX Saigo no Tatakai **(MUST)** - it's not often that you get to have your daily delay
- Forceful Beat **(JACK)(HARD)** - yikes man
- fragment of tears - the bursts are quite hard but theres enough filler to 720k
- HAELEQUIN - pls no
- Hizun da Kami **(MUST)** - that little bit of delay made it quite important
- In the Cell - slow brackets but mini jacks make it tricky
- Kikai de Botsu - not worth it, wait and play the harder one

- Little HearTs **(HARD)** - 200bpm streams
- Love in a moment - dense chordstreams and chords, a sneak peek into lv.14/15
- MIGHTY OBSTACLE **(MUST)** - more bracket practice
- Name of oath - epic song, would've been MUST if not for the ending
- Nice Magicgirls VS scary Walpurgis - pretty decent map, might be hard
- Night of Knights **(HARD)** - revisit at like lv.15, 170 minijacks
- noir_noir **(HARD)** - hmmmmm
- Pure Ruby **(MUST)** - because sexy song
- Rosario - pretty boring map
- SAKURA RECOLLECTIONS - that triple jack man
- Salad **(HARD)** - super dense and those triple jacks man
- Seikendensetsu 2 ~Kiki~ - good stair practice but quite hard
- sensitive **(MUST)** - put -25ms local offset for this
- Shirokuro Kagura - fast but try to get used to this kinda stuff
- Tou Kini Michi **(HARD)** - dense and different snapping stuff

Lv.13: Songs with harder diffs are eh, just play the harder diffs when you get there

- 10: . **(JACK)** - index finger jacks and brackets
- Ai^sha no Tsurugi -Forcing breakthrough- - fast streams
- Air "Kami Nagi -dissidents" **(HARD)(JACK)** - chordstream + jacks, come back at lv.15+
- An **(SV)** - lots stairs and one slowjam section in the middle
- Artemis - good stream map
- Astral Getaway **(HARD)** - high bpm, mini jacks, slowjam
- AVALON **(SV)** - slowjam but pretty nice patterns
- beyond the limit - bracket chordstream
- BLACKOUT -Side Story- **(HARD)** - complex chordstreams and double stairs
- Daybreak - dense chordstream
- DESIRE DRIVE - pretty tough brackets
- Diamond Planet - pretty simple patterns
- Elvia - mini jacks + more complex chordstreams
- Enkan no Ri - decent song and map, end is hard
- EOS **(EZ)** - simple streams
- ERIS **(JACK)** - chordjacks
- Extinction and reproduction **(HARD)** - super complex right hand
- Fastraffic - decent chordstream with double stairs, has a few weird patterns
- FF6 Shitou -The Fierce Battle- - delay (how come all FF songs are delay)
- Healing smile - vibro
- horizon **(HARD)** - definitely doable but i think it deserves a hard tag just by its complexity
- Incoherent - not really jack but idk how to describe... i guess you can say its incoherent
- Kaze Chiri Shoujo -Wind Rush- - decent
- Love & Justice **(HARD)** - 200bpm light chordstream, come back later
- Mai Hime ~buki~ - the start is the hardest, still nice bracket map
- myste're - not worth playing

- Plastic Mind - stream and the occasional bracket spam
- Schur's Theorem - as complex as maths
- Shiro to Enji no Omoichabako - delay and jumpstreams
- SkyDrive - difficult in its own way, chordstream
- the lost dedicated (EZ) - not worth playing, chords

BMS Mountain

Here begins your climb to adulthood. The previous levels were just baby stuff, here is where you get down and dirty and become a real man. Remember the previous difficulty spikes? Well this time it's a steep mountain in front of you and you gotta figure out how to climb it step by step. Don't be afraid of this mountain, in fact this is where you're going to have to spend the rest of your time. So get familiar with it.

Lv.14:

- Aeventyr - apparently it's easy, though i'd say the bursts are ~lv.20
- [Angelic Snow](#) - ?
- Chiisa Natenohira - pseudo lv.15, brackets
- Chikyuu Tou Devo^shon - In map
- Crystal Wind - really nice map, albeit hard
- Cynic **(MUST)** - feeling a bit evil, you should get used to this kind of density
- Daydreamer - very vanilla chordstream pseudo 15?
- Devastated - pretty tough map, especially the ending
- Dusk Recapture **(MUST)** - delay, pretty fun. tough though despite the SR
- Fate/fete - right thumb-ed map, so if you're left thumb player, use mirror
- Flesvelka - the bursts are hard but the rest is eh?
- Hazy moon **(MUST)** - if you can't do this, how do you expect to do lv.15s?
- Infinite Galaxy **(EZ)** - has its hard bits but mostly easy
- KISS CANDY FLAVOR - pretty tough, stamina intensive
- Last! Least! Regrets!! - faster chordstreams
- Meido to Chi no Kaichuudokei - interesting map, slowjam
- Nee? Meido san **(HARD)** - speedy. probably like lv17. try it out, nice map
- Ocean Memory - chordstream
- orion ring - bad map, don't play
- Pentagonagram **(HARD)** - difficult to play minijacks, mindblocky patterns
- platinum garden - some weird snaps but definitely playable
- Poisonous Peach **(HARD)** - minijacks, play this around lv.15 or 16
- Searoad tracks =side blue= **(HARD)** - irregular snaps, bursts, ~lv.16+
- Sonic speed in the sky **(MUST)** - has very crucial patterns that you must be able to play
- The End of Yggdrasil **(MUST)** - if there was a standard for lv.14s, this is it
- To Happy Maria **(HARD)** - complex pattern bursts
- Utopiangela **(HARD)** - inbuilt minijacks just make it...
- Valedict - try to understand the bursts and don't just think its impossible
- Xecus - fun map, ending gets quite dense though
- Xhroria - speedy but don't shy away from it

Lv.15: They do be hard

- 5.1.1 (ReMix) - entry level chordstreams, might look hard but very nice on fingers

- ASAKAGE - chords, cs, pretty balanced map, a must if you suck at chords
- Black Lair - bad map
- Cybele **(MUST)** - gotta learn how to do those delayish streams in between chordstreams
- Endymion - jack map, good to learn
- Epsilon-delta - bracket map
- Imouto Gundam Shuurai - bracket map+
- Isetsu Higan Hana Daiichi - minijack check, the kiddie version
- Kakuu Yurikago - believe it or not, the bursts are fc-able. Play for the chords
- Kronos - pretty straight forward chordstream map, only have to watch out for that minijack
- Legend of Seeker **(HARD)** - hardcore delay ~lv.20? also the kiddie version...
- LUNASA the Stormcauser **(HARD)** - lv.17ish
- Natsu Kage - chordstream with some brackets at the end
- Ningyou Gakudan **(HARD)** - I don't know why they expect such speed at this level
- [OAA-gamma](#) - SP15 OAA-γ is archetypal chordstream. -Anon
- Odin **(MUST)** - what makes this map difficulty is not the density but the absence of notes in certain places
- Revival of Kalpa - chordstream with some minijacks
- REWD - gotta learn those minijacks
- Shiawase ni Tsuite **(HARD)** - lv.19? I aim to fc this one day
- Snowflake -exquisite 2008- - jack map, idk if its worth to play
- SOLROS - delayish map, use mirror if you want the streams to be on the left
- STAR OF ANDROMEDA **(HARD)** - basically the boss map of lv.15
- Tell The Truth - good cs practice map
- The island of albatross - dense chordstreams, should learn to read and play
- Time files **(HARD)** - you'll have to come back to this around lv.17
- u gotta party - minijack party!!!
- World devoid of you **(MUST)** - have to learn this kind of streams
- Yuu Masa ni Saka se **(HARD)** - probably difficult to learn the bursts, come back at lv.21

Lv.16:

- A c i - L **(HARD)** - pseudo 20, stamina and brackets
- Born **(JACK)** - on the easier side of 16s, simple jack map(with vibro trills)
- Chou no Hyouhon - spooki, cs
- CHRONO CROSS **(JACK)(MUST)** - a little mean of me but this speed of cj is really good for learning
- flowers - the chordstream is good to learn, the jacks are probably the hardest part of the map
- Furioso melodia **(MUST)** - i don't expect you to hit the bursts but you should learn to hit the chord jacks
- Going on -spring wind- **(HARD)** - LEFT HAND KILLA
- HAL -eternal girl- **(JACK)** - long jacks, recommend to play if you suck at jacks
- Happy moon **(MUST)** - entry level speed map, a must if you want to play harder maps

- High-Priestess - good but tough map, should learn
- Pokettomonsuta - apparently not too hard, it is quite dense though
- Quark - pretty straightforward map
- Sachi Naru Senritsu - alright map but that not worth learning
- The Lamnia 170 - pretty tough bursts and jacks, do try it though
- Traveling Sunstar - decent map, somewhat brutal ending
- Umiro, Sorairo **(MUST)** - nice vanilla chordstream map
- Uniciname - pretty good map, quite dense though
- Vorota **(JACK)(MUST)** - chordjack map. SS-able
- Yakumo >>JOINT STRUGGLE - light 180 cs
- Yumeto Katachi **(HARD)** - patterns are like 19 but speed is 17
- Z - this map is rainbows

Lv.17:

- 514nm **(MUST)** - at least before you leave this region
- Ancient Memory - dense, brackets. Use mirror if left-thumbed
- Arcanum Guardian **(HARD)** - 190bpm is quite tough, good map though. Lv.19?
- Azul - good song but a lot of downtime in the map, so not that good
- Disturbing Witches - very playable aside from the spams
- Dolls wish **(HARD)** - 200bpm is quite rough, slowjam in the middle
- Empress of Raizze **(MUST)** - before you leave this region
- Extreme Z4 **(MUST)** - gotta at least be able to play this before you go to lv.18+
- Furan Chan **(HARD)** - another challenge, brackets
- Gazer **(JACK)** - i feel bad for y'all tryna pass 9th dan
- Going On **(HARD)** - pseudo lv.20
- Happy Lucky Baby - ?
- Heichi no Men - SS-able. Might be hard if you can't bracket
- Hoshi Shoku Sekuensu - good for learning triple jacks
- Kkotipari Hangaduk **(MUST)** - get used to this speed
- KRAKEN **(EZ) (MUST)** - best map to learn chords
- Kyrka **(EZ) (JACK)** - lv.13?
- LivedaM **(HARD)** - fun map if you can hit fast
- Snow Note's BMS Pack: Lonely Cat **(JACK)** - chord jack hidden by the delay look
- Lovesickness **(JACK)** - i let you off on this one
- LUV TO ME 2011 **(MUST)** - if said lv.17, this comes to mind straight away
- Naki Oujo - decent map, delay-ish
- NO NIGHT MORE SOUL! **(EZ)** - straight forward cs, pretty simple
- Poppin' Shower **(EZ)** - alright map
- Rengoku Purgatorium **(HARD)** - good map but not sure if it's that good for training
- S - perfect for warming up (if you're up to lv.19+)
- Shure^Deinga^ no Neko **(HARD)** - fun challenge map
- SIREN OF DAWN **(JACK)** - good practice map for jacks
- Squartatrice **(HARD)** - good song, hard map

- The Destructive Genesis (**HARD**) - good bracket practice
- XROSS DIMENSION - pretty simple map?

Lv.18:

- Angel dust - just play for double stairs practice
- Aruteimettoreyunion (**MUST**) - learn to hit the stairs
- CODE-F (**MUST**) - speed map
- BMS Stella Convert Pack 3: Daughter's footsteps tell (**HARD**) - dense chords. ~lv.19
- Denebora (**HARD**) - chord jacks
- Deublithick - hard to read + fast
- DISCHARGE RUSH - speed map, can be a little annoying when you don't have speed
- Endeavor (**HARD**) - the jacks man
- Fantasy (**MUST**) - bracket practice.
- FF4 Kyojin no Danjon (**MUST**) - delay
- FFX Saigo no Tatakai - stairs?delay? Absolute banger of a map
- [Gengaozo](#) (**JACK**)(**HARD**) - really closer to lv.20 if anything
- Glittering moment (**JACK**)(**MUST**) - pretty interesting map
- Higashi no Kuni no FLYING PAPARAZZI!! - pretty tough
- Houjou no Miyako Puroushia - alright map, cs with some minijacks
- Kanjou no Matenrou...Cosmic Mind - very dense+minijack, there are better maps to play
- Merry Christmas Mr. Lawrence (**HARD**) - what's a lv.24 doing here, delay
- Ray of thanatos (**HARD**) - minijacks built into dense chordstream
- Resurrection Spell - decent map
- Satori ~3rd EyEs - This is not a double thumb map it was a conversion error putting scratch notes on spacebar and making it unplayable bullshit - נדב סמואלוב
- Schlafosigkeitnacht - almost a must, very good map for learning bracket stuff
- Shooting_moon - denser chordstreams
- Stellar Blue - really good map
- SUPERNOVA - slow but dense
- Sankan fix: [Supurasshuko^do-06](#) - mini jack practice
- [Toshoshitsu no eruza](#) - dense bracket/cs
- Xecus - get used to this density since 20s are gonna be at least this dense
- Yakusoku -HappyHyperStarmiX- (**MUST**) - a cruel must
- Zan (**SV**)(**HARD**) - as much as i want to say bad map, it really isn't. Just hard

Lv.19:

- Akasagarbha (**EZ**) - good map to play when you're around 15+
- Artemis - the benchmark for 19
- Because Princess Inada... - can be very annoying to learn how to play this, hint: need speed
- BlythE:ExtenD (**MUST**) - learn this and you'll be good for 20+
- Bravest Shield (**HARD**) - super dense + jacks
- Conflict - minijacks and bursts are pretty hard

- Cross Galaxy (EZ) - ~lv.15/16
- Death Waltz (EZ) - 17-ish
- Dimension block - not bad map, pretty simple?
- Dolor peccatum (MUST) - your key to dense chordstreams
- Douka Watashi wo... (HARD) - play at lv.21
- Electric butterfly - lv.20
- End Time - yea nah not playing this
- Ephemera - kinda jack, mostly speed
- Evangelize - minijacks in chordstream
- EXILE (HARD) - bracket stamina
- FINAL FANTASY3 - chords. Pretty hard
- Gogo no Koishi-chan (MUST) - have to play this if you dream of TLD 24
- Gravitronic 3 (JACK) - long jacks
- Harutoman - couldn't load map
- hypocrite (JACK)(HARD) - minijacks, hard to learn but doable
- Liselotte - classic 19
- Light of White Magic (MUST) - get used to this speed and reading it
- Makoto. Sennen Joou (JACK)(MUST) - together with 20s
- Odore Furufaia^ - not that hard other than the spam
- Oni Koa (MUST)(HARD) - probably need to play this to get speed
- Piano Kanshou (SV) - ...
- Piano Kyouso Kyoku - nonsensical map
- Piano Rendan Teki - fast stairs with chords
- Red -reduction division- - a little delay and minijack, quite fun
- Sakurairo Fuwari - actually very doable and easy despite how it looks
- Snow Note's BMS Pack: [x-Aria](#) (MUST) - pretty tough but important to learn this
- Snow Note's BMS Pack: [Tamamochi](#) - feels more like a 20 honestly, delay-ish
- Sou Ryuu Piasora (MUST)(JACK) - chordjacks, should learn
- Subconsciousness (MUST) - get enough wrist speed first
- Sunlit power stone - speed training
- The lost dedicated (JACK) - good to learn i guess
- Titania - meh
- U.N Owen (HARD) - bs this is 19
- VALLISTA - how to jack that
- We are the xxxx - pretty fun map
- Wild Clown (HARD) - pattans
- Yaojinglinger (HARD) - super dense at the end
- You (HARD) - very stamina intensive
- ZENITHALIZE (HARD) - bruh

The Easy Pass

Welcome to the plateau, where the mountain slope is all but gone and you have reached the top where you can smoothly sail through this terrain. But become complacent you cannot. For when you reach the City atop the mountain you will find yourself far too lacking. So make sure you learn as much as you can, despite how easy it is to walk through here.

The lack of slope means you won't find too many differences between the levels here, but that is all a trick to make you complacent when you reach the City. So, do beware. Pick up the things that you're lacking. Make sure you polish and sharpen up your tools, and don't forget to hone your mind too.

Lv.20:

- *Crow Solace* - disguised as delay but actually speed map
- +i m a z i n e x o+ (SV) - pretty hard, but try get used to this density
- Air (MUST) - must be able to play this, peak chordstream at this bpm, same as st0
- Banana man (HARD) - weird snaps, come back lata
- BORDER OF EXTEND (HARD) - fast and complex brackets
- Calamity Fortune (HARD) - fast, complex and dense + minijack
- Cold Breath (HARD) - while it may be easy to pass, it's really difficult to execute the patterns properly
- Crystal World (EZ) - pretty ez. Jk the patterns are easy once you play it enough
- Dimension transfer (JACK) - recommend
- DQ3 Battle - decent map, might be tough though
- Dragon Lord (HARD) - very dense, maybe use mirror if you're right-thumbed
- Elina - won't put as must but really good map and fun
- Esoragoto (MUST) - I don't expect you to hit the minijacks but I do want you to learn this density. It's really not as scary as it looks
- Gamegame (JACK) - pretty friendly patterns i reckon, still kinda hard though
- Garden of Monolith (SV) (HARD) - Play on half scroll speed, dense chordstream
- Gekitsui -HELL AIR FORCE- (JACK) - after 6 years, i can finally play this properly
- Gen Gatsu no Neko - play with a loose hand, probably hard?
- Gin no Kaze (HARD) - very confusing pattern but definitely doable
- Gopher's Coffin - hard. Trills are meddlesome and pattern gets dense at end
- Gradation (HARD) - super dense brackets, not to mention that long jack
- Hero ~Legend of the Ice Fairy~ - minijacks make it tougher
- Inada Himesama - very learnable, don't be afraid of the density
- Kanojo no libun (HARD) - delay + brackety cs, lv.23
- Kaze Chiri Shoujo -Wind Rush- (EZ) - ~lv.17+, ending is 20 though
- Kou Mai Hime (MUST) - chord speed
- [Kokaku Kido](#) (HARD) - ~lv.22, jacks incorporated
- Lamir (HARD) - pseudo 23 cause of peak, lots of filler for easy pass
- a bunch of bms converts 2: [Lewisia](#) - one of the harder cs patterns

- Morion no Hime - play this to polish up your chordstream/brackets
- Noir_noir **(HARD)**(SV) - ~lv.22, close your eyes for the start
- Nuclear Fusion **(MUST)** - good delay pattern to learn, minijacks to practice too
- Ophelia **(MUST)** - chordstream extraordinaire
- Pokemon battle imaging... - compact patterns + speedy so might be tough
- Revival of Kalpa - ?
- Rewinding Sound Wave - ending hard
- Ruins Ray - end is hard
- Ruriko FINAL **(HARD)** - given just because of the bursts, ~lv.22
- Seikendensetsu **(JACK)**(MUST) - very good to learn, count to 4
- Seirei Gensou **(MUST)** - one of the best maps to increase your speed
- Snow Note's BMS Pack: [Astraia](#) - straya?
- Snow Note's BMS Pack: [INSANER](#) - lit map, not as fast as the bpm suggests
- Snow Note's BMS Pack: [Empress of Raizze](#) - honestly easier than the 17?
- Snow Note's BMS Pack: [Serubizumu!](#) - similar to Kou Mai Hime just high hp
- Ultimate radiation - as vanilla of a cs as you can get
- Wondering Fortune **(JACK)**(MUST) - good to learn
- Yakumo >>JOINT STRUGGLE **(HARD)** - i think the name of the map says enough
- Zettaiteki Tomo... **(JACK)** - almost a must but quite tough near the end, good to learn.

St0:

- AIR **(MUST)** - same as lv.20 convert
- Alice in Misanthrope - brackets. Stair practice at end
- Angel Wing **(HARD)** - come back at ~lv.23
- Aurora - straightforward cs
- Caelumize - interesting map
- Calamity fortune **(HARD)** - same as lv.20 one
- Chronomia **(MUST)** - speed practice
- Chronostasis - pretty cool stairs
- Cinderella Cage - ok map
- Cowgirl and toy handgun - pretty straight forward cs
- Cryonix - kinda compact
- Dirge **(MUST)** - can never get enough of delay stuff
- Dreadnought (SV) - not bad, slowjam in the middle
- EOS - right thumb biased but doesn't really affect play if you're left
- Elina - same map as the lv.20 one
- Espresso shots - bracket/coordination training, mirror if right thumb
- First Creation - ?
- ブラール/[Etude] - weird snaps = hard to read
- Gang Riots **(MUST)** - cj, chords, stream, lv.22-ish comeback later if too hard
- GREENS 2012 **(HARD)** - fast for its density, brackets
- Hardcore maneuver - pure CS and brackets, play this instead if stupud's one is too hard
- HELL AIR FORCE **(JACK)** - same as lv.20 convert

- Hoshizora sightseeing - ez start, lv.22-ish ending, minijacks
- huyuiro dreamer **(MUST)** - very good map, probably get to lv.22 if too hard
- Journey to the infinite BIT World - [fixed ver.](#) Put it into the song's folder. Fast map
- Minusplus **(HARD)** - lv.22
- Monster dance - quite hard
- Night of Knights **(HARD)** - pretty damn dense
- NO NIGHT MORE SOUL - same as lv.21 convert
- Punai Punai Sensou **(JACK)** - speed jacks, ew
- Replica **(MUST)** - pretty good
- STAR OF ANDROMEDA - kinda cancerous. Lv.22-ish
- 精霊幻想/Seirei Gensou **(MUST)** - same as lv.20 convert
- 銀世界/Silver Wind **(MUST)** - simple to read but hard to acc delay
- Taiyo paradise - ?
- 花たちに希望を/[To the Future] **(MUST)** - learn the chords
- x-Aria - nice and easy chordstream patterns to learn
- Yozakura - delay, good to learn

Lv.21:

- 44river - easy until the end which is a 21
- 4bidden Aea **(MUST)** - very good to learn
- 514nm - watch out for ending, the rest very learnable
- Ame Furi ko Neko **(MUST)** - minijacks galore. I suffer, you suffer, everyone suffers
- another justice **(HARD)** - hard to hit patterns
- Artificial Rose - damn hidden jacks
- Ascension to Heaven **(HARD)** - pseudo lv.24
- B e l i - R - **(HARD)** - exile but harder
- Canon **(HARD)** - delay
- Colorful Dream - stamina
- Colorful Sounds Cutter **(JACK)(MUST)** - hard but not too hard to learn
- Destroyer - eh, ok map
- Flashdance **(HARD)(JACK)(MUST)** - play at 23 or if you gud at jack
- Gallery - 22/23 chordstream
- GaRaKuTic Dream - probably hard, once you have enough speed and can read its ez
- Glantz+ - low density, the ending is hard to hit
- Gorillante **(JACK)** - the bursts are hard to hit and read everything else is free
- Innocent Walls **(MUST)** - don't you dare tell me this is easy, speed jacks
- Isetsu Higan **(HARD)(MUST)** - should learn how to hit that ending chordstream
- Ladymade corestar - delay
- Lest - speedy map, pretty hard
- Lunatic Rave - fun song and map
- MoonN - aside from the slowjam, quite hard
- Moon-gate - hard to read delay
- Nichirin - bracket practice?

- Ningyou Gakudan ~Puppet Ensemble~ **(HARD)** - bruh, ~lv.24
- NO NIGHT MORE SOUL! **(EZ)** - chordstream with some pretty doable minijacks
- Parousia - kinda hard to learn, unique stuff
- Plastic Mind **(HARD)(MUST)** - gotta learn this speed no matter what
- Res extensa - just play doorknob's. this feels too ez
- Revenger **(HARD)(JACK)** - lv.24, 260bpm?
- S t r a i n **(EZ)** - not strenuous at all
- Say A Vengeance - good practice map
- SCARY BANQUET **(HARD)** - lv.23, speed
- Snow Note's Chart: [Shining Collection](#) - lower the hp to 7 for practice, bracket stamina
- SunnyShinyRing **(HARD)** - come back when you have more speed
- Surfacing Ship - chordstream stamina with a bit of delay
- The Lady is a Trump **(HARD)** - lv.23+, speed
- Tiro finale - ending very learnable
- Traveling Sunstar **(HARD)** - dense chordstream
- Under The Sunshine **(EZ)** - pretty simple to play, probably in the lower 10s
- Unquenchable **(HARD)** - very compact and fast
- Yozakura **(HARD)(MUST)** - took me 3 years to learn? delay
- Zefiransu - speed map
- ZEUS **(EZ)** - dumb jacks, ez rest

St1: CSJ= Chordstream Jack(Jacks in chordstream)

- Afternoon Koishi chan - same as gogo no koishi lv.19
- Apollo **(HARD)** - wtf is this, stupid delay st2-3~ (+15ms local delay)
- Awakening Beat - not too hard, not too easy
- Bangin' Dumpin' Rumble Bomber - speed practice
- Beyond the limit - bracket control at start, sudden csj after break, then less jack csj
- Blizzard **(HARD)(JACK)** - hard
- carnation **(HARD)** - gets as hard as a 23, delay
- ENERGY SYNERGY MATRIX - csj stuff
- -Muses- Chart: [ENERGY SYNERGY MATRIX](#) - more doable CSJ
- Everybody Pumc Kin Jump! - [fix](#), seems like jack but really is speed
- EXUSIA - pretty simple but a little fast
- Fireball **(HARD)** - scary map
- いじわるプリンセス/Flirting Princess - pretty easy aside from the delay-ish stuff at end
- Hardcore maneuver **(HARD)** - super f-ing dense
- Hazy moon **(MUST)** - probably hard, csj. **MUST** for lv.23
- Japari Park - decent pattern practice
- Juliet **(JACK)(MUST)** - chordstream jack?
- Konohana Kitan - slow but dense
- Ladymade corestar - same as doorknob's
- Love & Justice - has this stupid jack thing, okay map otherwise. Quite hard
- 月と狼砂糖菓子/Moon and wolf sugar confectionery - get ready to note lock

- Punai punai wars **(JACK)** - speed jacks
- Pure Ruby - pretty dense
- Resurrection Spell - hard, dense
- Sakurairo Fuwari - chord jack
- SAVE The World - pretty hard, dense
- Sireno - other than the delay-ish stuff and stupid jacks, not that hard
- Smiling **(MUST)** - very learnable, good to learncore
- Titanomaquia **(HARD)** - super dense
- Ultimate Weapon - has some tricky bits but overall not too bad
- VII - hard

Lv.22:

- Theme of Maia **(JACK)** - fast
- FF6 Shitou -The Fierce Battle- **(MUST)** - delay
- Guilt Feeling **(EZ)** - easy to pass but hard to get a good score, speed
- Tuk Tuk Boshi **(JACK)(HARD)** - complex
- Kurenai Some **(HARD)(JACK)** - probably easy pass but hard to score high
- CHAIN REACTION **(HARD)** - chordstreamjack
- Sasori Hi **(HARD)** - speed test, an exam map
- Tsuki -Yue- **(HARD)(JACK)** - not a convert but still good for practice
- RAY **(EZ)(JACK)** - good jack practice, ignore the stupdi ending
- Kyrka **(JACK)(MUST)** - easy enough for must
- Badhabh Cath **(MUST)** - very learnable and fun cs map
- Sicilan Kiss **(JACK)(MUST)** - quite hard but pretty fun stuff
- Alice-areA - good density and speed for learning cs, stairs at end hard though
- Apollo **(JACK)** - pretty classic
- Oui Keishou **(MUST)** - a lil of everything, most prominently delay. If it's too hard, 23
- NS22 **(MUST)** - speeeeed. If too hard, 23. Reading is what you should learn
- Freja **(JACK)** - super annoying map if you suck at jacks, fun if you can
- Toshoshiuts no Eruza **(MUST)** - hard delay
- Kikai de Botsu - fun stuff, vibro for long jack
- Kanon **(HARD)** - lv.24
- The Lamia 170 **(HARD)** - hard to acc, probs ez pass
- Shijuu Gonen no Yuki Sakura - nice song but not that worth playing
- Bms Overjoy Collection 03: Parousia - 23+(?) stuff, don't expect to learn anything from playing this
- High-Priestess **(MUST)** - a classic
- Autumn Breeze **(HARD)** - hard to read and jack
- SERIOUS ERROR **(HARD)** - super ~~hot~~ fire fast
- The escapers **(HARD)** - stamina intensive(also high hp), a lil delay
- LivedaM **(MUST)** - speeeeed
- Tenkuu no Shiro Verieru **(HARD)** - super fast, definitely not a 22
- Chuuto Kakusei - don't rely too much on wrists, if you do you can't hit it. Use finger

speed

- Myste're - straightforward map, not hard
- Seikendensetsu - stairs are like 23+, other than that, kinda speedy?
- Princess of Morion - pretty damn tough
- Demystify Feast (**HARD**) - delay pog
- Fall of Nereene - good practice map, on the easier side
- Yumeto Katachi - can fc if you have luck on your side or ET
- U.N. Owen was her? - garbage map
- [Nageki no Ki](#) - good speed training map, beware end
- Enkan no Ri - only play this if your delay is half decent, otherwise wasting your time
- Omochabako (**HARD**) - delay. Hard to learn but rewarding
- dreamin' - speed
- Rocker (**MUST**) - a staple of 22
- Meikai Kikou (**HARD**) - 24
- Samurai Discotheque - interesting but probably not good for learning
- Demystify Burst - easy to pass but hard to acc
- Zan (**HARD**) - super dense and fast for some reason
- Pokettomonsuta - pesky minijacks
- Sparks Hit My Head - you'll need enough finger speed
- 175bpm - rainbows
- Gehenna - not too difficult
- LEthAI wEApOn (**HARD**) - very hard to acc? Bracket-heavy probably 23+
- Cosmic Mind (**HARD**) - second half is what matters
- [Lewisia](#) - dense cs also od8.5, not a convert but yes
- Run, Curry, Run (**HARD**) - fast as fk boi
- Ancient Memory - stupid ending, use mirror if left thumbed

st2:

- Life is PIANO (**JACK**) - csj, lil hard
- Triumphal Return (**MUST**) - good jack and speed training
- NS22 - same as snownote's
- Unmeiron (**HARD**) - bruh, hard to read delay
- LOSTSILVER (**HARD**) - bruh moment
- Thin cloud (**MUST**) - consistency, density
- Mad Mechakuchanism (**MUST**)(**HARD**) - speed training for lv.23
- Celestial Axes (**MUST**) - speed training, come back at 23 if too hard
- たまひめ (**HARD**) - minijacks inc. pretty fun if you can minijack though
- High Priestess - same as dtzy convert
- suffruti - annoying minijacks and vibro
- Black Lotus - jacks are hard, speedy
- Two Phace - not that hard if you have the speed and jack ability, fun map
- Strawberry Mint Choco (**HARD**) - 23, speedy, ending hard
- [Nhely](#) (**HARD**) - lit map, delay, brackets

- Destroyer (**MUST**) - speed, come back at 23 if too hard
- Smiling (**HARD**) - crazy map, 24?
- Romantic Children - good bracket practice map
- Locker - same as rocker lv.22
- Electric Spark 2017 (**HARD**) - csj
- Air - pure chordstream
- Valkyrie Revolutia (**MUST**) - good cs map. Not very hard either
- Nhelv (**HARD**) - brackets
- Way of Life! - second half dense
- Angel Dust - doable
- FRAGMENT (**MUST**) - chords. You'll need at least this much stam and speed

Struggle City

Welcome to the city!

“_____...”

What was that? The plateau was a breeze? Ah, you had a fun time I see... Well, I'm sure you'll do just fine in the city. Just make sure you adapt to the fast paced lifestyle here otherwise...

“...?”

You're going to struggle.

Lv.23:

- Alastor (**SV**) - pretty easy other than the slowjam in the middle
- Vacant Between You and Me (**JACK**) - unorthodox stuff
- TENTEN (**MUST**) - delay
- Lambda Driver (**HARD**) - second half is harder to read than tenten, delay
- Forceful beat (**HARD**) - bruh, need speed to play this
- Icicle Stinger - meant to be a speed map but doesn't feel like one
- Sumizome no Sakura - the real speed map
- Legend of Seeker - delay, jacks are hidden
- Remilia - stairs/speed, not really delay is it
- Blue-White Crazybits (**MUST**) - speed
- lifework - mainly chordstream, ending beware
- Glacier heart - mainly cs, pretty nice map and apparently ez
- Imperishable Night 2006 - play this to practice for the ranked i guess
- XROSS DIMENSION - pretty simple
- The end of 1000 years (**JACK**) - csj
- Ningyou Saiban (**HARD**) - hard to play, hard to learn?
- Purgatorium - good to learn this kind of stuff, apparently st5
- %E3 (**SV**)(**HARD**) - probs need speed first and then pray to slowjam goddess
- A D D i c T i O N (**HARD**) - tough to read, very doable though
- Hizun da Ki - the stair stuff is hard man
- Round dance of sanctuary - bloody stairs
- Cold planet - chordstreams with minij
- Wagamama purinsesu - one of the easier ones
- Violet (**JACK**) - faster chord jacks
- Paraclete (**MUST**) - for speed
- Parousia - dumb map don't play
- Samba Land (**JACK**)(**MUST**) - hallmark of 23s

- BORDER OF EXTEND - pretty damn normal
- [Tenkai Rising](#) (JACK) - fun stuff
- Hyper Miracle - not too hard
- blue traces (HARD)(JACK) - fast
- Disappointing Choco - super fast, 220bpm
- Magus Logos (JACK) - ending bruyh
- Chronomia (MUST) - a good balance of speed and coord
- kkotipari Hangaduk - fast and dense, a little delay
- HAELEQUIN - pretty unbalanced map, easy to pass
- Joker - second half is pretty darn tough
- Schwerkraft - speed
- Nekurofantajia - good to learn, delay
- Total Eclipse of the Sun (MUST) - wrist should be able to do this at least, offset +20ms
- Auston - delay
- sunlight storm - other than the burst, pretty easy
- 12tomorrow (MUST) - benchmark of 23
- M-A (EZ) - how to do the bursts, rest is like lv.21/22 stuff
- Yakiniku Tournament - speed
- XIX (MUST) - this should give you a feel for 24s
- Rainbow night palette - chords, dense, somewhat fast
- Gallery - dense cs
- Wizdomiot - if left thumb then use mirror
- Lily Clock - need speed to truly appreciate this map, otherwise just lucky spam pass
- Alien Artifact (HARD) - for aliens
- ZENITHALIZE (HARD) - lv.24+ pattern
- Arcanum Guardian - pretty damn hard
- Little HearTs (HARD) - brackets, probably like st4?
- Kaiden Aura (HARD) - yea no
- DENGKI tube (HARD) - nope, dont bother

st3:

- Complex path (MUST) - bloody fast delay, very hard, must for st3+
- Alicia Story (JACK) - feels slow yet fast...
- Ano ne namida wa (JACK) - slightly different from csj
- MA.DA.KA.NA (MUST) - for speed
- Leonids (MUST) - a necessary evil
- Far in the blue sky (JACK)(MUST) - very good to learn
- Cyclone (JACK)(MUST) - gets your blood pumpin
- Implexrough - csj
- 天叢雲剣 (HARD) - bloody hard delay, actually st4
- Electric Butterfly - delay
- 年中夢中 - similar to legend of seeker
- [The Lost](#) (HARD) - beaut of a map, delay

- WILLTHER (**MUST**)(**JACK**) - good practice
- 友情>>> (**JACK**) - more practice
- Evangelize (**MUST**)(**JACK**) - even more
- FIONA (**MUST**) - delay, pretty hard
- Sakasama (**MUST**) - good mix of jack and speed
- saucy plume - ending is saucy. Need speed
- Corpse dance [no_more] (**MUST**)(**JACK**) - this stuff is important
- EVERLASTING HAPPINESS (**MUST**) - speed
- Chatblanc (**JACK**) - don't be fooled by the easy start
- Alice in Misanthrope - decent map
- F13 (**MUST**) - for speed
- Drop Down - nice map
- Holyvenger - need speed for the bursts
- MorningDash RuNRuN - feels like lv.24 stuff
- MorningDash GOD - denser chords but not harder than ^
- Akasagarbha - [fix](#), not too hard
- Taiyo Paradise - brackets
- Replica (**MUST**) - gotta learn to shift patterns
- Ukiyoe Yokochou - fun stuff, delay-ish
- akather - not particularly hard, denser chordstreams
- Destroyer (**MUST**) - gotta be able to do 200bpm
- Gothic System - good to learn, big chord + minis
- Say a Vengeance (**MUST**) - density check
- 絵空事 - same map as dtzy lv.20 esoragoto
- Pure White Crimson - not hard if your coordination is decent
- Heavy wave Samba - imagine having to time your jacks when it's hard enough already
- Cinderella Cage - easy to slip up
- melty blood into the holy grail (**MUST**) - speed
- Stellar Girl Stellar Union - stuff in between chords

st4:

- Leonids (**MUST**) - gotta learn those delay-ish inbetweens
- Galaxy fall (**JACK**) - not that hard
- perfume of reunion (**JACK**)(**MUST**) - not much to say
- Titanomaquia - minijacks
- Lyrith (**JACK**) - fast
- Welcome To The Space (**JACK**) - fast chord jacks
- 宵桜回廊 - speedy, not very hard
- Evangelize (**MUST**) - delay
- Super Izanagi object - csj, very doable
- Tuk Tuk Boshi - delay, use +25ms local offset
- Electronic Muse (**MUST**)(**JACK**) - chords
- Hot Heart - csj, chords, delay at end

- HAMMER the TANGRAM **(MUST)** - delay, ending hard
- Morning Ecstasy - speed
- Buuuuurstraffic - speed or delay, hard to say
- Holyvenger = minijacks + cs at this speed is too lethal
- MOBILYS **(JACK)** - csj for start, cj at end
- It's alice dream - csj, mostly chordstream
- MASAMUNE - csj
- Trinity - delay, end hard
- Colorbar **(MUST)(JACK)** - just let loose, +5ms local beatmap offset
- Bangin' Dumpin' - speed, +20ms local bmo
- Rainy - kinda speed, really fun, don't pay too much attention to the "off" snapping
- flat waves - surprisingly just pure chordstream with no jacks, quite easy
- tinnitus - stamina map
- Challenge the final mission! **(JACK)** - fast ones
- Fusionik - bloody fast, speed
- Ojamajo de BAN BAN - chordstream, no jack
- happy century - second half bruh, pass = pass
- DRAGONLADY **(JACK)** - actually not that hard
- Finixie - fast, but kinda doesn't feel like speed
- Locker - chord heavy brackets

Lv.24:

- Axion **(JACK)** - bursts
- banana man - weird snap delay, hidden jack
- PEACE BREAKER - not hard, mostly delay
- G e n g a o z o - delay, csj
- Kore wa Doramunbe **(JACK)** - get familiar with the mini jack pattern beforehand and it won't be too bad
- JULIAN **(JACK)** - bloody hard
- Deublithick - harder than the ranked version, so play this to train for the ranked
- 44river - delay, should honestly cut the map, kinda a waste of time
- ETERNAL DRAIN **(MUST)** - delay
- ephemera - feels more like speed, kinda jack
- Empress of Raizze - csj, not too bad
- Karakuri Plum - not hard
- whither - dump, pretty fun though
- Blacksphere **(JACK)(MUST)** - good for training
- Danger Love **(JACK)** - pretty good as well
- denebora **(JACK)** - with kinda weird timing
- Icicle Stinger - not that fun honestly, feels more like jacks with bursts rather than speed
- Angel Dust - cs + 1/6 stuff in between
- Absurd Gaff **(JACK)** - no such thing as a free lunch sadly
- Sakurairo Fuwari **(MUST)(JACK)** - good practice map

- Shounen wa Sora wo Tadoru (**HARD**) - delay? Anyways super hard to read
- Wild Clown - ehheh, idk not that good for practice
- [Icyxis](#) (**MUST**) - speed map, watch out for the high hp
- Alice in Misanthrope - stairs and their variety
- Central DELAY - straight forward delay patterns
- Astraia - pretty simple cs
- Calamity Fortune - cs
- An (**SV**) - slowjam in middle, ending added minijacks makes it super hard
- Mokotans - quite doable, just need some speed to pull off
- [Mad Mess Nism](#) - not that hard but the high hp..., kinda speed
- Satori ~3rd EyEs - delay, cs. Spams are actually readable and playable surprisingly
- Astraia X - stamina cs, not that hard
- Fantasy - delay hard, ending hard, others easy
- Mr. Lawrence (**JACK**) - second half anyways.
- Love & Justice - has some difficult stuff, rest is alright
- Ware Musha Ra - might be left thumb map
- Wicked plot (**JACK**) - wicked indeed
- Hara Hara Tokei - you'll need speed
- melody_express - delay spam, cs quite simple
- HELL AIR FORCE (**JACK**) - end hard.
- Angel dust - bloody hard, probably need like 230bpm speed honestly
- Guilt Feeling - fast yet slow, or is it me that's slow...
- SCARY BANQUET - speed, dense
- Rainbow night palette - dense chordstreams

st5:

- Qualia - stamina delay...
- Toshoshitsu no Eruza (**JACK**) - csj
- Alt Futur (**JACK**) - csj and a lil delay
- MEPHISTO (**JACK**) - can't read and play it as a jack though
- Purgatorium - same as the lv.23. Huh.
- Yume Gyakko - second half delay
- Hybrid Galaxy (**MUST**) - delay
- Daybreak (**JACK**) - has stairs too
- Gravestone (**JACK**) - csj, delay in second half watch out
- Super Izanagi (**JACK**) - kinda fun
- Evangelize (**JACK**) - not bad
- denebora (**JACK**) - same as lv.24
- Strawberry Mint Choco - delay, reeeeeeeeeeeeeeeeeeee
- YAKUI - more like yucky. Jack but also doesn't feel like jack. Speed but also doesn't...
- Air - need gorilla thumbs
- Chronomia - good speed map, very doable
- Get the Pride - speed despite bpm

- PLASTIC GIRLS **(JACK)(MUST)** - chord jacks
- Celestial Axes - speed?
- Sonic Cannon **(MUST)** - speed (jack)
- Locker - gives you that nice burn
- x-Aria **(JACK)(MUST)** - cj
- Happy moonN - brackets. [fix](#)

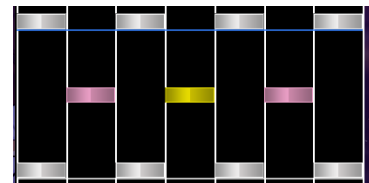
Chordstreaming Masterclass

There are two things that are crucial and fundamental to rhythm games, that is physical execution (tapping) and mental processing (reading). In this section we will explore some tips and tricks of these two aspects in regards to chordstreaming. We will start off with the more simple and basic aspect, tapping.

Physical

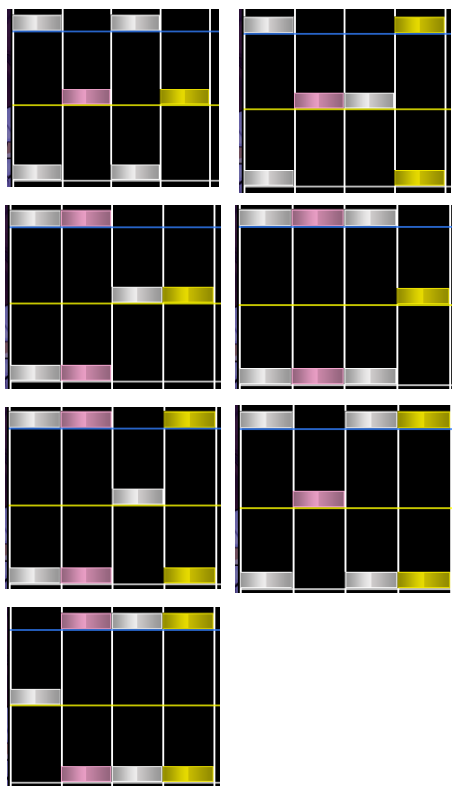
The physical aspect of chordstreaming doesn't only include stamina or speed, rather it focuses more on coordination between your fingers. A good coordination entails smooth and efficient transitions between patterns as well as the execution of it. Thus it is important that your fingers are used to all patterns and experience no awkwardness when executing any pattern.

To train for this is very simple. You just need to run through the patterns with your fingers over and over again until you can do it quickly and effortlessly. The most important pattern to be comfortable with is the standard bracket as it is the base of all chordstreaming.

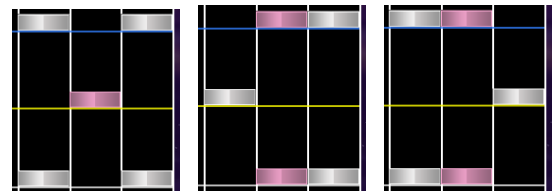


Now familiarise yourself with all other possible patterns. This may sound impossible but it really isn't. If you were to separate it in terms of hands, one hand would have 4 and the other would have three. And so all (major) possible combinations will be:

4 fingers



3 fingers



Now this is mostly for familiarising your fingers to such new movements and **definitely not** how you want to read your chordstreams, since you need a strong connection and harmony between both hands.

Mental

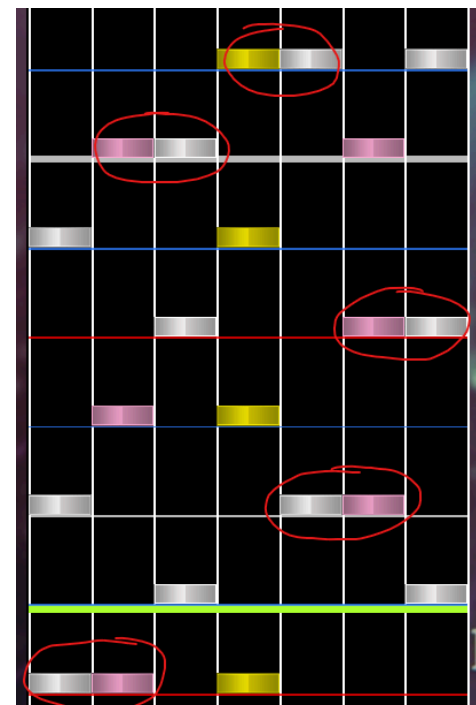
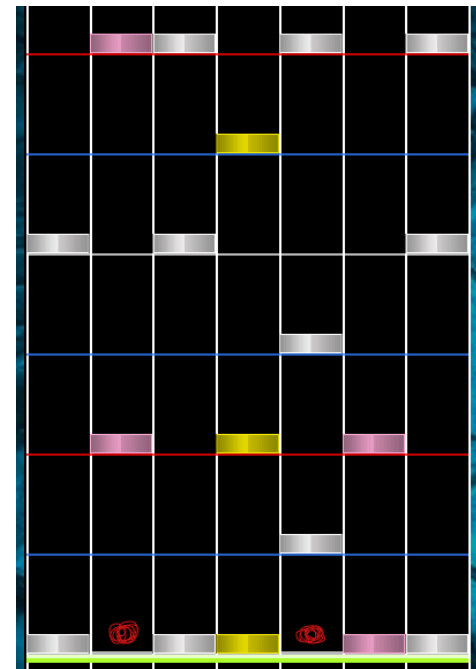
When you face a dense chordstream and a huge amount of notes bombarding you, how do you or your brain process it? If we were to attend to every single note then that will take up too much of our attention and time, which is why our brains are always finding patterns to simplify our world. However, you are unlikely to always encounter the same exact pattern in different maps and there are a huge amount of combinations possible so it is unreliable to just depend on pattern recognition. There is another way of processing and reading the notes, that is a method that i call “**fill in the blanks**”

The reason it is called fill in the blanks is because you are only focusing on one aspect while letting your brain fill in the blanks. For example, from this image we can see in the first chord, there are two blank spots, and what these two blank spots signify is where the next note will appear. So instead of focusing on all 7 columns, we have narrowed it down to two columns where the next note will possibly appear. This works because this is the nature of chordstreams (no jacks and the next notes will always appear in left over columns).

Once you know this, you don't even have to pay attention to which column the next note will be in and honestly just leave that to your brain to unconsciously process. All you have to focus on are the chords (≥ 3 notes).

The only limitation to this method is that it is only a heuristic and when you encounter jacks inside of chordstreams, your fingers will not know how to react. Thus it is not a cure-all solution.

Another tip/trick that I use when reading irregular (no pattern) chordstreams is to chunk up the notes that are next to each other and to think of them as a whole. By focusing on these “chunks” and using them as a guide, it helps lessen the workload that your brain needs to go through to process everything else. And if you think about it, if you can hit 2 notes out of 3 in a chord, that's 66.7% of the work done already.



Theory - The two other steps you weren't told

Have you hit a wall or your improvement is slowing down? Looked around for a solution but all you were told was “just play more”? Well you’ve come to the right place. In this section we will tell you the secrets that ETs hate to let you know. (in reality they are just so good that they learn this naturally)

‘Playing more’ is actually 1 of 3 steps in being good at the game. By tackling the two other steps, it will help further boost your improvement.

Reading, Coordination, and Playing are the three main components of improving at the game. Coordination is already covered under the **Chordstreaming Masterclass - Physical** section and **Some tips** under The Introduction. Here we’ll mostly be focusing on how to read.

Reading

Reading plays a major role in your ability to play the game. If you cannot process what is being thrown at you fast enough, you’re going to be late to react. So in this section we will look at ways to minimise processing time as well as pattern recognition.

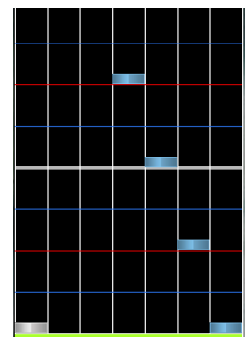
Pattern recognition

The reason why patterns are so crucial in this game is because it acts as a heuristic (shortcut) for condensing dense amounts of information into just a single packet of information. In doing so, it reduces the cognitive load and the amount of processing required in order to respond. It also acts as a link to muscle memory which we will further expand on later on under the Coordination section.

Starting off with the simplest and most loved pattern of beginners, the stairs. Stairs are simple to execute and are often found in the very first maps that you’ve played. The few things difficult about stairs are the timing and accuracy, and when it starts and ends.

When stairs are by itself it’s a no brainer, but in most cases there are always other notes accompanying it and sometimes recognising stairs when you shouldn’t may also cause your downfall.

Let’s have a look at some examples below

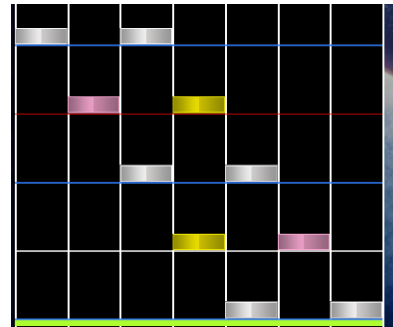


In this first [image](#), can you identify the stairs? That's right, if we were to actually identify all stairs it should look something like [this](#). But reading it this way would likely end up with you missing 2-3 notes. So the better way to read it would actually be like [this](#). It is important to know the other notes that are accompanied by the stairs. If you were to neglect them too much, it'd likely end up with you missing and messing up your flow. By grouping up the accompanying notes closer to the stairs as one whole chunk, it makes it less likely to miss and disrupt your flow. For the two other notes that are not highlighted, they can be paid less attention and left to your subconscious brain to process.

This kind of grouping might not be suitable for you so it's best for you to play a few maps and notice where you miss and create your own grouping best suited to your own playstyle.

One pattern crucial to BMS would be double stairs, more specifically pointing to the ones which have one gap in between. This pattern will appear in basically all of your BMS journey especially in chordstreams, so it's best to start getting familiar with and learning how to identify and play it.

Once you know how to play double stairs (taught below in the coordination section), the fundamentals of it are the same as normal, single stairs. Such that you will have to learn to deal with surrounding notes accompanying the double stairs.



Being able to identify double stairs will help simplify dense and complex chordstreams by acting as a reference point to help you get the flow of the map, i.e. [this](#) vs [this](#). Please do not read it as a double stair though, as you will probably end up missing the notes on column 2 and 4, just use it as a general reference.

How to Jack

Hard and Soft

There are two main ways to play jacks. That is through wrists or through fingers. The reason for the separation is because the muscle usage for wrists and fingers can almost be said to be independent of each other.

Hard = Wrists when you lock your fingers and tap with your wrists.
Soft = Fingers are when you lock your wrists and purely tap with your fingers.

Instead of purely training one type, it is essential that you become good at both because using purely wrists or purely fingers results in heavy muscle/tendon strain. In fact, if you learn how to use both correctly, it will become very freeing.

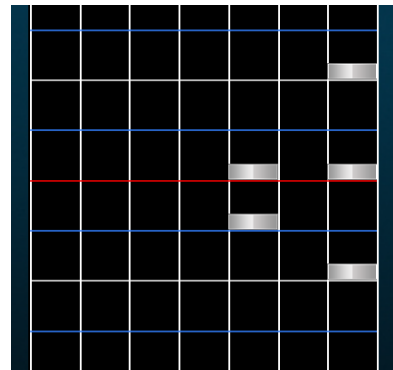
The Line Method

Let's start off by looking at this pattern to the right. How would you approach this? You probably want to read it like [this](#) right? Try and run through and play that pattern in your mind/in the air and try to do it as quickly as you can without making any mistakes.

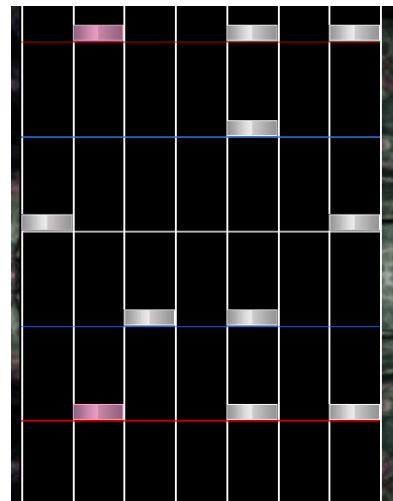
Does it feel smooth to you? Probably very clunky right?

Now try and read it like [this](#) by imagining the grouped up notes as lines. And again try to play it as fast as you can while reading it that way.

Much smoother and easier for your fingers right? It's almost as if this kind of minijack doesn't feel difficult or staggering to play at all, compared to its initial appearance.



Now for a slightly harder one, how do you read this? (this is from Extinction and Reproduction Iv.13)
My first thought using the new knowledge was to read it like [this](#) but it still feels clunky to play right? So then instead of packing a triple in the middle, let's just split things up like [this](#) by reading the first one as a normal minijack but the next one with the line method. Feels much easier now doesn't it?



Of course all of this is just in theory and it doesn't mean you can instantly play all minijack and even chordstream jack patterns like a god, it takes practice and playing more to perfect it. But I hope this dispels your belief of how all minijacks should feel clunky and staggering. And once you get rid of that false idea, everything just seems to open up, making you see the world in ways you haven't before.

Increasing speed and stamina

I believe that this is something that many will wonder what the best method for increasing stamina and speed is. Here I will be mainly theorizing about the most efficient and effective method of gaining speed and stamina. You can also refer to [anti-/dressurf's method](#) of increasing speed with rates.

We all know that to get faster you have to play fast maps but what is the most ideal threshold to be playing at to increase your speed most effectively and safely (unless your hands are made of steel). Do you have to play maps at your bpm limit and a bit more or does just playing at 80% of your max speed already improve your speed. If both improves speed, which is faster?

Throughout my experience of playing with top players, I've realised that many of them are what you may call masochists. Especially the ones who I've seen explosive improvements of. Those usually seem to be playing the hardest and most idiotic map every single session in efforts to make their arms burn and ache. And once they achieve it, they relish in the pain and imagine the new heights they'll reach the next day. This method definitely works to increase both speed and stamina at a fast pace but playing everyday with this very same intensity (maybe even increasing) just doesn't seem ideal for your hand's health.

So after doing a little research and finding out how much rest the upper body requires, I've thought of a routine to follow.

- MAX INTENSITY: 1-2 days
- Rest: 1-2 days
- Weight training*: 1 day
Playing 70-80% intensity**: 2 days
- Rest: 1 day
- Repeat

*Weight training is an extracurricular activity that is done outside of your usual playing. The main activity would be wrist curls (flexing and extending) for the purpose of strengthening your wrists so you are less prone to injuries.

**To make full use of your time, make sure to have a lot of coordination focused maps (like brackets or inverse In) that aren't too speed/jack heavy. This is also to take into account playing with muscle fatigue after weight training.

I'll personally be following this routine to see how effective it is.

Changelog

12/29/2021

- Brain Analysis(09) is not easy if you can jack
- Pangea(09) hard tag removed
- Mighty Obstacle(12) must tag added
- Solros(15) mirror if you want
- Calamity Fortune(20) is also dense

12/30/2021

- Siren of Dawn(17) hard tag removed
- Crystal World(20) ez tag added
- Satori ~3rd EyEs(18) is broken don't play
- Espresso Shots(St0) mirror if you want

1/2/2022

- Added screenshots(thnx to lolacc) anti/dressurf's method of improving speed with rates
- Garden of Monolith(20) is playable with half scroll speed. Hard tag added
- NO NIGHT MORE SOUL!(20) ez tag added
- Supurasshuko^do-06(18) link embedded

1/17/2022

- Salad(02) jack tag added
- Gogo no Koishi-chan(05) jack tag added
- Born(16) forgetting to mention the trills

2/14/2022

- Accepted all of reigel edits(thanks)

3/4/2022

- Sandstorm(04) - comment updated
- The Island of Albatross(04) - comment updated
- happy century(05) - added the SV tag
- Believe in Myself(06) - comment updated
- Titania(06) - comment updated
- +i m a z i n e x o+(07) - added the SV tag
- Jack-The-Ripper(07) - comment updated
- No.3(07) - comment updated
- Maniera(09) - comment updated

10/12/2022

- Apollo(st1) - comment updated
- Too lazy sry